

AMENDMENT AND PRESENTATION OF CLAIMS

Please replace all prior claims in the present application with the following claims.

1. (Currently Amended) A method ~~Method for generating a game directory on an electronic gaming device~~, comprising:

querying an accessible memory for determining electronic games available for execution on said an electronic gaming device, and
generating a game directory having entries for ~~each electronic game which is determined the~~ determined electronic games.

2. (Currently Amended) A method ~~Method~~ according to claim 1, further comprising:

querying said accessible memory for context data related to said electronic games, and
including said context data ~~into~~ in said game directory.

3. (Currently Amended) A method ~~Method~~ according to claim 2, wherein said context data ~~emprise~~ comprises information related to a multi-player ability of said electronic games.

4. (Currently Amended) A method ~~Method~~ according to claim 1, wherein said game directory comprises only multi-player enabled electronic games.

5. (Withdrawn) ~~Method for generating a game directory~~, comprising:

determining context data related to electronic games in said game directory, if an electronic game is to be executed, and
storing said context data in said game directory.

6. (Withdrawn) Method for setting up a multi-player game party in a gaming device connected to at least one other gaming device, comprising

retrieving said game directory, said game directory comprising game related entries, and transferring entries to said at least one other gaming device.

7. (Withdrawn) Method according to claim 6, wherein said transferring of game directory entries further comprises:

extracting a subset of said entries from said game directory, and transferring said subset of extracted entries only.

8. (Withdrawn) Method according to claim 7, wherein said extracting of electronic game entries is performed according to user defined rules.

9. (Withdrawn) Method according to claim 6, further comprising receiving electronic game directory entries from said at least one connected gaming device, and storing said game directory entries.

10. (Withdrawn) Method according to claim 6, further comprising displaying said electronic game entries from said game directory on a display of said mobile electronic gaming device.

11. (Withdrawn) Method according to claim 10, further comprising receiving selection data related to said displayed electronic game entries and displaying said selection data on said display.

12. (Currently Amended) Method according to claim 6, wherein said game directory entries and said selection data are displayed as a whiteboard.

13. (Withdrawn) Method according to claim 6, further comprising receiving and installing a game directory generation and game selection application.

14. (Withdrawn) Method according to claim 6 further comprising sending a request to retrieve and transfer said game directory entries.

15. (Withdrawn) Method according to claim 6, further comprising receiving a request to retrieve and transfer said game directory entries.

16. (Withdrawn) Method according to claim 6 further comprising sending a request to start a game to any of said other connected game devices according to said selection data.

17. (Currently Amended) Computer program product comprising program code ~~means~~ stored on a non-transitory computer readable medium for carrying out the method of claim 1.

18. (Currently Amended) Computer program product comprising program code stored on a non-transitory computer readable medium, downloadable from a server for carrying out the method of claim 1, when said program product is run on a computer or network device.

19. (Canceled)

20. (Previously Presented) Electronic gaming terminal device, comprising:

a first storage,
a processing unit connected to said storage, and
a user interface connected to said processing unit, wherein said user interface comprises at least a display and a user input device,
wherein
said processing unit is configured to query said first storage for electronic games available for execution on said electronic gaming terminal device, and generate a game directory comprising entries that are related to electronic games determined during said query, wherein said electronic gaming terminal device further comprises
a second storage to store said game directory.

21. (Previously Presented) Electronic gaming terminal device according to claim 20, further comprising:

communication interface connected to said processing unit, to connect said device to other electronic gaming devices,

wherein said processing unit is configured to connect to other electronic gaming terminal devices, select entries of said game directory, and exchange game directory entries with said connected electronic gaming devices, and display said game directory entry on said display.

22. (Previously Presented) Electronic gaming terminal, according to claim 20, wherein said electronic gaming terminal is a mobile electronic gaming terminal.

23. (Previously Presented) Electronic gaming system wherein said system comprises at least two electronic game terminals according to claim 21.

24. (Previously Presented) Method according to claim 7, further comprising receiving electronic game directory entries from said at least one connected gaming device, and storing said game directory entries.

25. (Previously Presented) Method according to claim 8, further comprising receiving electronic game directory entries from said at least one connected gaming device, and storing said game directory entries.

26. (Currently Amended) A method ~~Method~~ according to claim 1, further comprising:
displaying the entries from the game directory on a display of the electronic gaming device;
and
receiving selection data related to the displayed entries and displaying the selection data on the display.

27. (Currently Amended) A method ~~Method~~ according to ~~claim 1~~ claim 26, wherein said game directory entries and said selection data are displayed as a whiteboard.

28. (Currently Amended) A method ~~Method~~ according to claim 1, further comprising receiving and installing a game directory generation and game selection application.

29. (Currently Amended) A method ~~Method~~ according to claim 1, further comprising sending a request to retrieve and transfer said game directory entries.

30. (Currently Amended) A method ~~Method~~ according to claim 1, further comprising receiving a request to retrieve and transfer said game directory entries.

31. (Currently Amended) A method ~~Method~~ according to claim 1, further comprising sending a request to start a game to any of said a plurality of other connected game devices according to ~~said selection data~~ one or more selected entries from the game directory.

32. (Previously Presented) Computer program product comprising program code means stored on a computer readable medium for carrying out the method of claim 6, when said program product is run on a computer or network device.

33. (Previously Presented) Computer program product comprising program code, downloadable from a server for carrying out the method of claim 6, when said program product is run on a computer or network device.

34. (Previously Presented) Computer data signal embodied in a carrier wave and representing a program that instructs a computer to perform the steps of the method of claim 6.